

ICON™

Def
Jam



PRECAUTIONS

- This disc contains software for the PLAYSTATION®3 system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PLAYSTATION®3 specifications for the PAL market only. It cannot be used on other specification versions of PLAYSTATION®3.
- Read the PLAYSTATION®3 system Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PLAYSTATION®3 system always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. Piracy harms consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-



The third is an icon indicating the game can be played online. This icon may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-



For further information visit
<http://www.pegi.info>

See back page of this manual for Customer Service Numbers.

SYSTEM SOFTWARE UPDATES



For details about how to perform System Software updates for the PLAYSTATION®3 system, visit eu.playstation.com/ps3 or refer to the PS3™ system's Quick Reference document.

PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PLAYSTATION®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system Instruction Manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

BLES-00042

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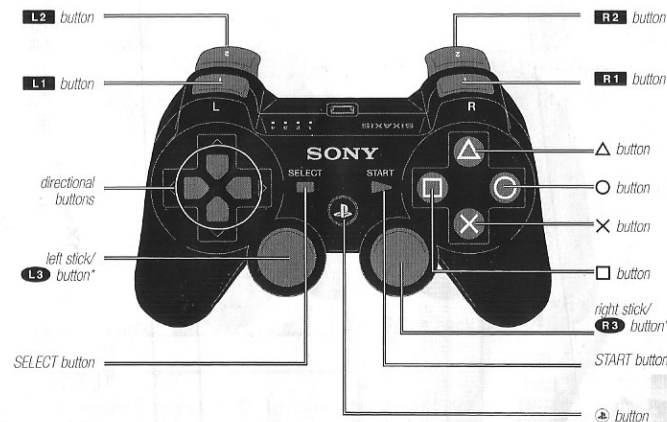
SETTING UP

1. Set up the PLAYSTATION®3 system according to the instructions in its instruction manual.
2. At start-up, the I/O indicator light glows red to indicate that the PLAYSTATION®3 system is in Standby Mode. Press the I/O/RESET button and the I/O indicator light turns green. Do not insert or remove accessories once the power is turned on.
3. Insert the *DEF JAM: ICON™* disc into the disc slot with the label side facing upwards.
4. Select the  icon from the Home Menu. A thumbnail image of the software is displayed. Press the **X** button to commence loading.

DEF JAM: ICON™ only supports the use of the SIXAXIS™ Wireless Controller. Please refer to the PLAYSTATION®3 system Instruction Manual for further details about setting up and recharging a Wireless Controller.

Please select your preferred language from the PLAYSTATION®3 system's Home menu before commencing play.

SIXAXIS™ WIRELESS CONTROLLER



* The **L3** button and the **R3** button function when pressed.

MUSIC IS YOUR WEAPON

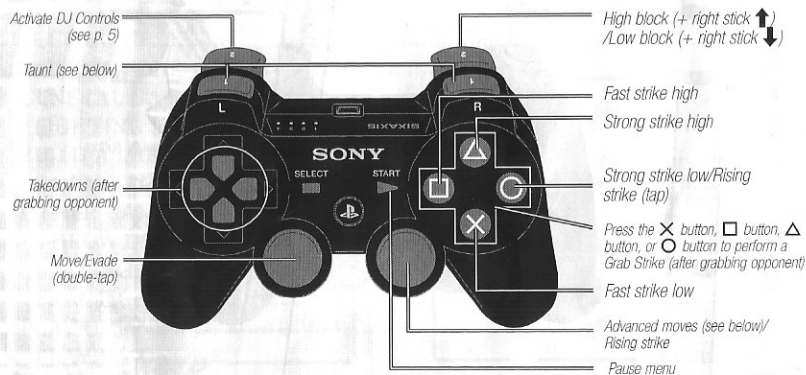
Throw down against your biggest rivals and try to establish yourself as a hip hop *ICON*. Environments come alive to the sound of the music, triggering environmental hazards that you can use to your advantage. As you master the beats, you'll know which environmental hazards are triggered and at what time in the song. You can then use attacks, grabs and throws to force rivals into an environmental hazard at just the right moment. That's what I'm talking about – beatings with bass!



Check out EA™ online at www.electronicarts.co.uk

Check out Def Jam Interactive online at www.defjamenterprises.com

GENERAL GAMEPLAY



Combos/Taunts

Power up your Directional Attacks by softening up your opponent first with Fast or Strong Attack combos. Full power Directional Attacks knock your opponent larger distances making it easier to reach hazards. You can add insult to injury by using Taunts to power up your Directional Attacks as well. Taunts can be used just like strikes, alone or in combination, to power up Directional Attacks.

ADVANCED MOVES

All advanced moves use the right stick. Get the motions down nice and smooth to execute the moves successfully. Without these advanced moves in your arsenal, you're going nowhere fast.

DIRECTIONAL ATTACKS



Force right, attack high



Force left, attack high



Force back, attack low



Force back, attack high

GRAB AND THROW

Initiate a grab by moving the right stick ↑. To throw, return the right stick back to centre and push in the direction you want to throw.

REVERSALS/BLOCKS

Time high and low Reversals by pressing the **R2** button and the right stick ↑/↓. To perform Blocks, press and hold the **R2** button and hold the right stick ↑/↓.

GRAB BREAKS/GETTING UP

Quickly rotate the right stick clockwise and anticlockwise to get up faster from a knock down and to try and break out of your opponent's grab.

GRAB AND TAKEDOWN

Initiate a grab by moving the right stick ↑. Then press the directional buttons for a directional takedown.

DJ CONTROLS

Use the right stick and left stick to control the music. Trigger environmental hazards in game by triggering beats in the song. Press the **L2** button to activate the DJ Controls and perform these moves at the same time:

SCRATCHING

Rotate the right stick to scratch. Rotate the right stick back and forth quickly to trigger Big Beat Hazards.

SONG SWITCHING

Rotate the left stick until your DJ switches hands. Then rotate the right stick until the song switches. When you switch to a fighter's song, that fighter gets a Song Switch bonus for extra whoppin' power during combat.

FIGHTING STYLES

Each fighting style has strengths and tradeoffs. Exploit your own strengths and your opponent's weaknesses to dominate the fight.

Note: Not all fighters are available at the start – some must be unlocked by fighting your way up the charts in Build a Label mode. Fat Joe requires a special code to unlock.

Note: In addition to all the hip hop superstars, there are original fighters you can unlock in Build a Label mode.

GHETTO BLASTER

STRENGTHS

Mix of street skills and finesse.

Very balanced arsenal.

Strengths lean more towards Grabs and Scratching.

WEAKNESSES

Weaker Song Switching and Countering.

Some difficulty getting up from big attacks.

BLACK PANTHER

STRENGTHS

You know the fight game.

You've acquired balanced skills all round.

WEAKNESSES

Mix it up. You can't rely on any one skill.

Weak at Grabs and getting out of Grabs.

Scratching isn't the best.

BEATBOXER

STRENGTHS

Activate hazards with excellent Scratch Speed.

Excellent Grab Speed and Grab Break Speed.

WEAKNESSES

Weak Song Switching skills.

Not as proficient at Countering off blocks.

Hard time getting up from big attacks.

STREET KWON DO

STRENGTHS

Strong Scratch skills.

Good all round Grab skills.

WEAKNESSES

Not the best style for countering off Blocks.

Weak Song Switching ability.

Some difficulty getting up from big attacks.

MUAY FLY

STRENGTHS

Get your boost back with dope Song Switching.

Nothing keeps you down for too long.

Good Countering off blocks.

WEAKNESSES

Scratch is not the easiest to perform.

Don't want to get in a clinch too often.

JAH BREAKA

STRENGTHS

Song Switch like nobody's business.

You ain't staying down long. Up to your feet fast!

Excellent Countering ability.

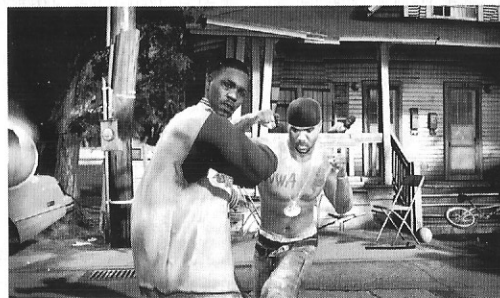
WEAKNESSES

Have to really pick moment to go for Grabs.

Slow Scratching ability for activating hazards.

BUILD A LABEL

Create your own character and take him from street-level hustler to hip hop ICON.



To become an ICON you'll need to manage a number of factors. At the top of this list is your **cash flow**.

Throughout your career you'll sign **artists**, release **songs**, and rake in crazy amounts of money. But it takes cash to make cash, so spend wisely. You can see how much money you have in the **Bank Book** on your computer.

When signing an artist, you'll set his **Royalty Rate**. This not only determines how much of the profits he gets from each song he produces, but how happy he is going into the deal (and a happy artist will create songs more quickly).

Once an artist completes a song, you'll need to decide how much **Pre-release Spending** to put behind it. This affects how many units a song sells over its lifetime. There are four categories of spending, and each one has a different impact on the lifetime sales. Divvy your cash between them as you see fit, but remember that the more you spend, the more you'll sell – although nothing is guaranteed.

TIP: If you don't have enough dough to launch a song properly you can always delay a release until you've made more money.

The next factor to watch is your **Style**. Style not only attracts the media, but draws in the ladies as well. Different women might ask you out on dates, depending on your Style score. Having **girlfriends** can boost your Style, but make sure you keep them satisfied or they're bound to leave you, taking those bonus points with them. Style points are generally earned by purchasing clothes, jewellery, and tattoos, as well as keeping yourself groomed. You can earn additional Style points by taunting your opponent during a fight – the more taunts you can pull off, the more stylish your victory will be. Style points are tabulated at the end of every fight, and your current Style score can be found in the **Icon Status Screen** on your computer.

The final factor to keep an eye on is your Crew's **Satisfaction**. Happy artists are productive artists, and productive artists make money, so don't give them any reason to start slacking. If they ask for something, you should consider the consequences of saying 'no'. Artists and girlfriends with Satisfaction scores above zero are considered in "Good" standing, while scores below zero are considered in "Bad" standing. Bad standing can mean longer production time from artists, or unceremonious break-ups from girlfriends. You can find a character's current Satisfaction standing at the top of each message they send to your **Inbox**.

All of this business is conducted from within your **Crib**. This is where you'll find your **computer**, which contains your **Message Inbox**, **Bank Book**, **Label Manager**, **News**, **Music Charts**, and your current **Icon Status**. Keep an eye on all of these things. They are the keys to your success.

As you release more songs and gain more Wealth and Style, you'll climb the ranks towards Icon status. Each level demands steeper requirements, but you'll be rewarded along the way with fighting boosts and additional fighting styles. Levels must be completed in order as described on the Icon Chart below.

ICON CHART:

	Sales	Style Req	Wealth Req	Boost Bonus	Style Bonus
Raw Talent	Start Game		\$0	No boost	
Hustler	1 Gold Record	7,000	\$100,000	Max Boosts to your chosen fighting style	Unchosen default style
Producer	1 Platinum Record	25,000	\$500,000	Max boost to unchosen default style	Black Panther
Hit Maker	1 Multi-Platinum Record	100,000	\$1,000,000	Max boost to Black Panther	Muay Fly
Mogul	5 Gold Records	300,000	\$2,500,000	Max Boost to Muay Fly	Beat Boxer
ICON	5 Records Platinum	500,000	\$5,000,000	Max Boost to Beat Boxer	Jah Breaka

SAVING AND LOADING

If you enable Autosave, your progress in Build a Label mode is automatically saved to your hard drive after each fight. You can save your created player in F.A.C.E. for use online. However, you cannot save games in other modes.

Note: This title autoloads previously saved data on boot up.

OTHER GAME MODES

THROW DOWN

When you want to start a fight in a hurry with no rules and no consequences, Throw Down. Pick any two fighters, either existing or created, and try to beat your opponent's health down to zero by any means necessary.

BEATINGS WITH BASS

Learn to pummel to beat. Beatings with Bass matches are like Throw Down fights except there are no DJ Turntable controls, so you cannot trigger environmental hazards yourself. Just concentrate on the song's beats and pay attention to the hazards they trigger. Once you get good at this, you'll be ready to take control of the DJ Turntable.

PRACTICE MODE

Learn how to play the game without having to worry about health loss. Onscreen displays tell you which attack you've performed. Spend some time here before trying to Build a Label or your career as a hip hop ICON could be over before it starts.

PLAYING ONLINE

In order to play *DEF JAM: ICON* online, you must create a PLAYSTATION®Network account by following the onscreen instructions. Please refer to <http://playstation.com> for further information. If you already have a PLAYSTATION®Network account, you can access the online features automatically.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. INCLUDES SOFTWARE THAT COLLECTS DATA NECESSARY TO PROVIDE ONLINE IN-GAME ADVERTISING. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com.

PLAYING THROUGH A FIREWALL OR ROUTER

This game uses the following network ports for playing online. If you are running a Firewall, ensure it is set to allow the game to communicate on these ports both inbound and outbound:

TCP Ports: 11650

UDP Ports: 3659, 6000

To play an online game from behind a Router using NAT (Network Address Translation), you may need to enable Port Forwarding by routing all data on ports UDP 3659 and UDP 6000 to the IP address of your PLAYSTATION®3 system. Alternatively, you can put your Router into a DMZ – please consult your Router help files for details on how to do this.

For more information on Firewalls, Port Forwarding and DMZs, please visit our online Support Centre at <http://support.electronicarts.co.uk>

ONLINE PLAY

Take your created player online and challenge other people's Build A Label character to see who walks away with respect.

Note: In order to use a character online you must have created that character in F.A.C.E. from the Main menu or the character must have completed Build A Label.

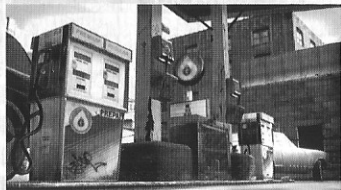
Fight in any venue in online play. You can set up Signatures to taunt your opponents or win ranked fights to earn Cred Points and become an ICON in the online community.

Tip: To remove a Taunt Tag, gain 25 Cred Points or defeat the opponent who tagged you. To remove a Quitter Tag, win a fight against any opponent.

VENUES

The venues in *DEF JAM: ICON* aren't just lifeless fighting arenas — they're a living, breathing part of your battle to rise to the top of the hip hop music industry. Learn each venue's layout and hazards to get the most out of them during each fight.

THE GAS STATION



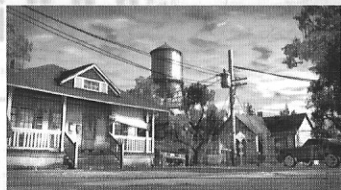
The Car Wash at the Gas Station is always malfunctioning. Watch out for the large **roller brush** — it's likely to pop out and smack a fighter in the head. If you want to do some serious damage to an opponent, though, destroy the **gas pump** to create fiery blasts that erupt to the beat. Destroying the gas pumps also causes the **fuel caps** in the middle of the ground to explode into the air on the beat. The **shopkeeper** keeps a fire extinguisher handy, but he's more likely to use it to keep people away from his store. Want to see him in action? Try smashing his shop window.

THE CLUB



The Club hosts the most dangerous nightlife in town. The **go-go dancers** have some nice moves, but if you get too close and the beat drops they'll kick you in the head. That's tame compared to the **speakers** on the right side of the dance floor, which can absolutely blow you away. Destroy the big **light wall** on the left side of the dance floor to create a huge blast on the beat. Not even the centre of the floor is safe, though — **lights** falling from the ceiling can shake loose when the beat hits.

THE BLOCK



This street comes alive to the beat. The **lowrider** at the end of the Block spins out on the beat. It will hit you hard if you get too close. On the left side of the house, the other car backfires sometimes, so steer clear of the **exhaust pipe**. Also on the left side of the house is the **telephone pole** — destroy it and you can knock the **power transformer** down, causing it to overload and trigger a huge blast on the beat. You can cool things down by destroying the **fire hydrant** near the right side of the house, which creates a huge geyser that erupts to the music.

106 & PARK



If only all TV were this good. Watch out for the **boom camera** near the centre of the stage or it'll smack you upside the head. The **stage pyrotechnics** on the right side are still active and trigger every time the beat drops. Watch out for a malfunctioning **light rig** on the left side near the couches. Is that it? Oh yeah, smash through the **TV display** in the middle of the set and create a massive lightning rod that gets charged on the beats of the music.

THE PENTHOUSE



The Penthouse has a kicking **sound system** on the right-hand wall with the turntables. It can really knock you off your feet. Want to turn up the heat? Smash the **fireplace** on the left side to create a flamethrower that fires on the beat. The fire can spread so watch out for **falling debris** as the Penthouse goes up in flames. Before it does, make sure you check out the Penthouse **window** — not only does it have a great view but if you time it right, you can end the fight in a hurry by tossing your opponent out of it.

EXECUTIVE SUITE



The Executive Suite has the ultimate **sound system** within the recessed wall behind the desk. It's so powerful, it can shake the whole building to pieces. If things get hectic enough, a **heating pipe** might break through the wall and **rubble** can start falling from the ceiling. Smash through the **trophy case** on the left side of the venue and see what treasures await. Finally, be careful around the **private elevator**. Once it's broken it offers a quick one-way trip to the ground floor.

THE ROOFTOP



The **helicopter** will take you for a ride, so be careful not to get too close to the Rooftop's railing, especially if the beat is coming. Be careful around the **fuse box** on the right side – there's a big puddle on the ground that could be dangerous if the fuse box gets smashed. Other things to look out for when they get wrecked are the industrial strength **A/C vents** on the left side and the **steam pipe** on the right.

THE AFTERHOURS



If you want to fight in the hottest nightclub in town, you're going to have to work your way up in Build a Label mode to unlock this thumpin' LA venue.

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WARRANTY

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

RETURNS AFTER WARRANTY

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Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, UK.

CUSTOMER SUPPORT – HERE TO HELP YOU!

If you're having trouble with your game, visit www.electronicarts.co.uk or www.ie.ea.com and click SUPPORT CENTRE. Once at the Support Centre, click GET HELP to view our knowledge base. The solutions you'll find here are the same as those used by our Customer Support staff, so you can be sure they're accurate and up-to-date. To ensure you find the answer to your question, choose the format, game type and title carefully. If you can't find an answer, click ASK EA to ask a Customer Support Technician who will answer you as soon as possible.

If you don't have Internet access, or would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday).

Telephone: 0870 2432435

Fax: 0870 2413231

Note: These are UK National Call rate numbers charged at BT's standard national call rates for calls from a BT line in the UK. Consult your telephone service provider for further information. Calls from outside the UK will be charged at international rates.

Customer Support cannot provide game play hints or tips – if you're stuck, see the back of this manual for details of our official Hintline.

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Game Script Writer: Cle Sloan

This game incorporates dynamic advertisement serving technology offered by Massive Inc. which enables advertising to be temporarily uploaded into the game on your PC or console, and replaced while you play online. Massive only logs information that is needed to measure presentation of, and serve advertising to the appropriate geographic region, and to the right location within the game. Logged data may include Internet Protocol Address or gamer tag, in game location, length of time an advertisement was visible, size of the advertisements, and angle of view. This information may be used to calculate the number of unique and repeat views of dynamic in game advertising. The logged information is not used to personally identify you. This ad serving technology is integrated into the game; if you do not want to use this technology, do not play the game while connected to the Internet. For more information see EA's privacy policy at privacy.ea.com or visit <http://www.massiveincorporated.com/>.

EAE03805503MT

Customer Service Numbers

For PLAYSTATION®3 support, visit playstation.com or refer to the telephone list below:

• Australia	1300 365 911	Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PLAYSTATION® products.
• Österreich	0820 44 45 40	0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PLAYSTATION®-Produkte benötigen.
• Belgique/België/Belgien	011 516 406	Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PLAYSTATION®.
• Danmark	70 12 70 13	Man-Fredag 18-21; Lø-Søndag 18-21. Ring venligst kun til disse kundeservice-numre vedrørende hardware-support til PLAYSTATION®-produkter.
• Suomi	0600-411911	17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PLAYSTATION®-tuotteiden laitteistotukeen liittyvissä kysymyksissä.
• France	0820 31 32 33	Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PLAYSTATION®.
• Deutschland	01805 766 977	0.12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PLAYSTATION®-Produkte benötigen.
• Ελλάδα	00 32 106 782 000	Εθνική Χρέωση. Παρακαλείσθε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλικού των προϊόντων PLAYSTATION®.
• Ireland	0818 365065	All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PLAYSTATION® products.
• Italia	199 116 266	Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PLAYSTATION®.
• Malta	23 436300	National Rate. Please call these Customer Service Numbers only for hardware support of PLAYSTATION® products.
• Nederland	0495 574 817	Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PLAYSTATION®-producten.
• New Zealand	09 415 2447	National Rate. Please call these Customer Service Numbers only for hardware support of PLAYSTATION® products.
• Norge	81 55 09 70	Mon-Fr 15-21; Lø-Søndag 12-15. Venligst ring disse kundeservice-numrene bare for maskinvarestøtte i forbindelse med PLAYSTATION®-produkter.
• Portugal	707 23 23 10	Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PLAYSTATION®.
• España	902 102 102	Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PLAYSTATION®.
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UK - 09067 53 54 55
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5503

Enter your code when prompted to find the
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Callers must be 16 or over. This is a fully automated system that provides hints, tips or cheats for most of the games in the Electronic Arts range. Calls are charged at 75p per minute including VAT. Calls From Ireland are charged at 1.25 Euros per minute including VAT. Call charges from mobile phones and non-BT networks may vary. Prices correct at time of print. Please ask permission from whoever pays the bill before calling. Average duration of call is 2 to 3 minutes. Service available in the UK and Ireland only. Service supplied by Advanced Telecom Services, PO Box 788, EC1V 7ZA U.K.

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